PRINCE OF PERSIA®

THE SANDS OF TIME

UBISOFT®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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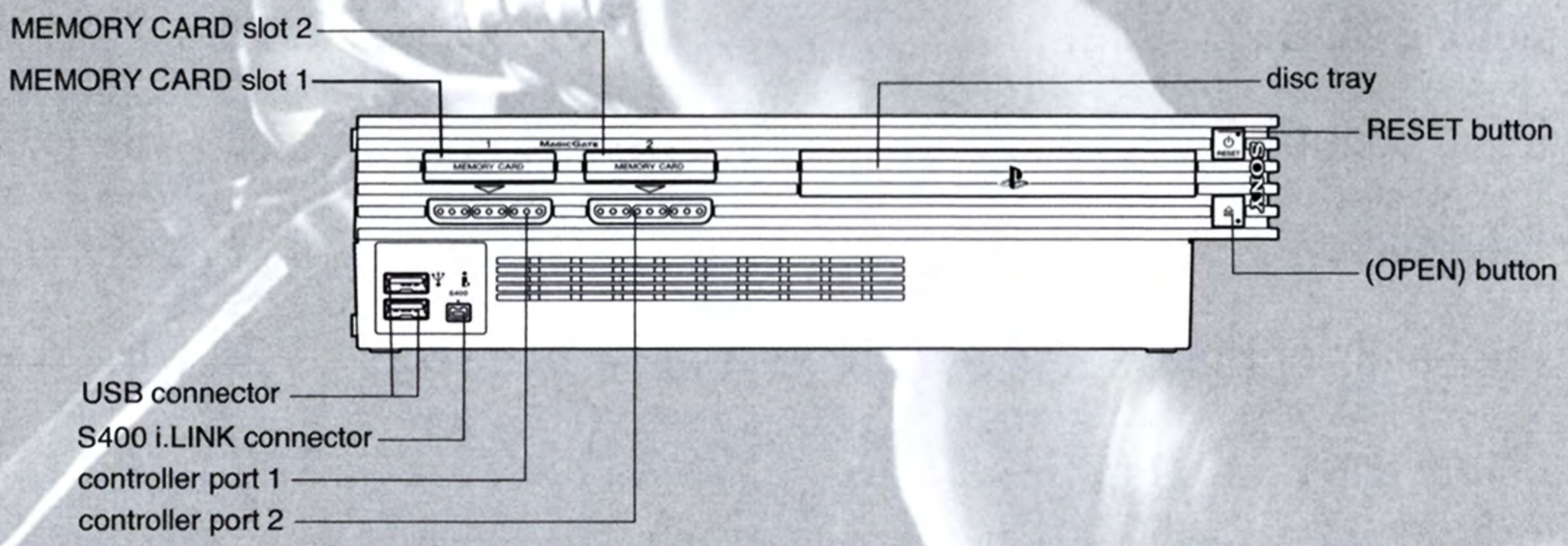
GETTING STARTED



PlayStation®2 system

Starting a game: Set up your PlayStation® 2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Prince of Persia: The Sands of Time™ disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation® 2): To save game settings and progress, insert a memory card (8MB)(for PlayStation® 2) into MEMORY CARD slot 1 of your PlayStation® 2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation® 2) containing previously saved games.

Basic Controls

□ button: Sword (Attack)
× button: Action (Jump, Roll)
△ button: Dagger (Retrieve sand, Freeze enemy)
○ button: Cancel Action (Let go, Put away sword)
L1 button: Rewind (Hold); Slow Motion (Tap)
R1 button: Special Action (Run on wall, Push/Pull, Swing on bar, Drink water); Block (in Combat mode)
L2 button: Alternate View (Landscape camera)
R2 button: Look (First-person camera)
Left analog stick: Move Prince
Right analog stick: Move Camera
START button: Pause/Menu

The Legend

Amidst the scorched sands of medieval Persia, there is a legend spun in an ancient tongue. It speaks of a time borne by blood and ruled by deceit.

It is within this war-torn land that a young Prince discovers a magic Dagger. Drawn to its dark powers, he is led to unleash a deadly evil upon the reaches of the Sultan's vast kingdom.

Aided by the wiles of a seductive princess and the absolute powers of the Sands of Time, the Prince stages a harrowing quest to reclaim the palace's cursed chambers and restore peace to the very fabric of Time itself. He must tread these dangers carefully, however. Because in this world, there is only one rule: Master the Sands... or be buried.

The Sands of Time

A terrible, primordial substance, the Sands of Time change and corrupt every living thing they touch. Only through the Dagger of Time can the awesome might of the Sands be harnessed. The Dagger confers extraordinary powers on its possessor, enabling him (or her) to seamlessly bend the fabric of Time itself.

The Hourglass

Long ago, in the age of myths, the Sands of Time were sealed away within an impregnable Hourglass. When the Prince commits the unimaginable sin of unlocking the Hourglass, releasing the Sands, the reason for this precaution becomes evident.

The Dagger

More than a weapon, the Dagger of Time is the only container besides the Hourglass that is strong enough to hold the Sands of Time. Whoever wields the Dagger is granted the power to control Time, by using up the Sands within.

Characters

The Prince

The youngest son of King Shahraman of Persia.
A gifted athlete and swordsman, the Prince is eager to prove himself in battle. Instead, his desire to win honor and glory leads him inadvertently to unleash an evil force upon his father's kingdom. Saving the day will take all his wits, agility, and courage.

Farah

The beautiful daughter of a conquered Indian Maharajah, Farah has every reason to hate the Prince who has destroyed her world. But the Prince has the Dagger of Time – the only weapon that can defend against the horrors he has unleashed. So Farah must stay close to him, if she wants to survive...

The Vizier

A traitor in the Maharajah's service, the Vizier tricks the Prince into opening the forbidden Hourglass, unleashing the Sands of Time upon an unsuspecting world. Now the Vizier wants the Dagger of Time to fulfill his ultimate, diabolical plan.

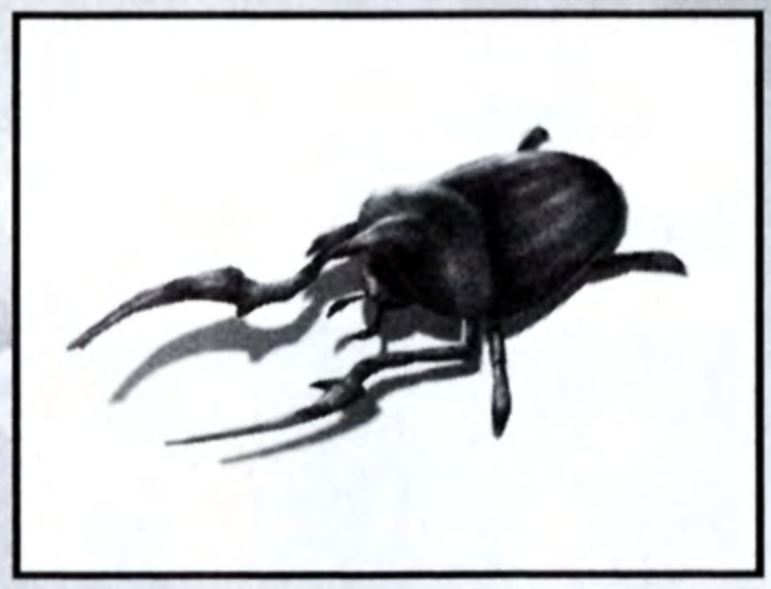
Sand Creatures

No living thing is immune to the destructive powers of the Sands of Time. Contact with the sand will transform any man, woman, or beast into a Sand Creature, a hideous mockery of its original form. Incapable of speech or feeling, Sand Creatures are driven by a blind, single-minded instinct to hunt down and kill anything that lives.

Because Sand Creatures are not alive, they cannot be killed. They can, however, be destroyed... with the Dagger of Time.

Human Sand Creatures

Animal Sand Creatures



The Vizier, Farah, and the Prince are the only inhabitants of the Sultan's palace to escape transformation by the Sands of Time. They are protected by three artifacts, as ancient as the Hourglass itself.

The Vizier's Staff

Farah's Medallion

The Prince's Dagger

To Play the Game

Press the START button to reach the Main Menu.

Main Menu

Use the left analog stick or the directional buttons to move among the following options; then press the ⊗ button to select. Press the △ button to go back to the previous menu screen.

- **Start New Game:** Start a new game.
- **Load Saved Game:** Resume a previously saved game.
- **Options:** Access the Options menu to adjust various settings.

Options Menu

At this screen, you can adjust various settings for the game.

- **Sound:** Adjust the balance of music, voices, and sound effects.
- **Display:**
  - Tutorials: Turn tutorial messages On/Off.
  - Progressive Scan: Turn Progressive Scan On/Off. To test whether your television is compatible with Progressive Scan mode, choose between Yes/No in the Progressive Scan mode option. A test will be launched, lasting a few seconds. If nothing is displayed on the screen, your television is not compatible with Progressive Scan mode.
- **Camera:**
  - Free Look: Choose between Normal and Inverted.
  - Rotation: Choose between Normal and Inverted.
  - Insert Frequency: Determine the amount of camera angles used during fighting sequences. Choose from 0%, 25%, 50%, and 80%.
- **Controller:** Turn vibration on and off.
- **Language:** Change the language.

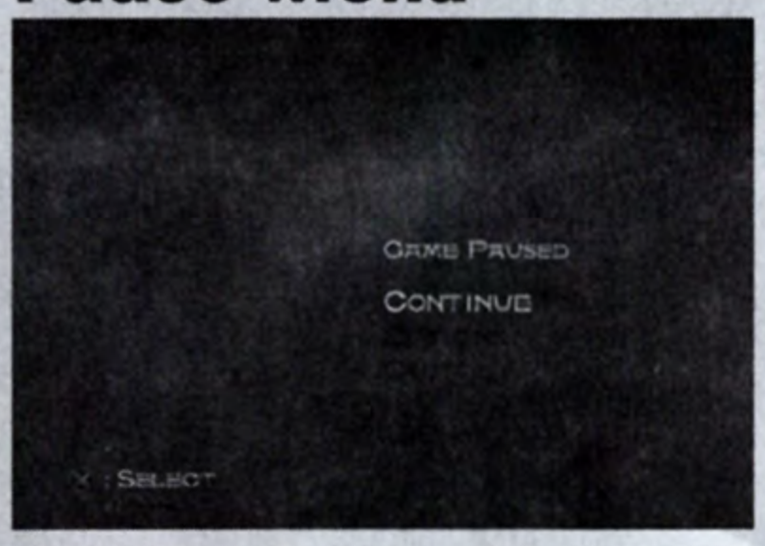
New Game

When you see letterboxing (black bands) at the top and bottom of the screen, as in the illustration, this means a cinematic sequence is in progress. This is a time to watch, not play.

If you don't want to watch a cinematic sequence again, you can usually skip past it by pressing the ⊗ button. It is not possible to skip a cinematic the first time it plays.

When the black bands disappear, the Prince is back under your control. To start a new game, use the left analog stick to make the Prince walk through the curtains into the palace.

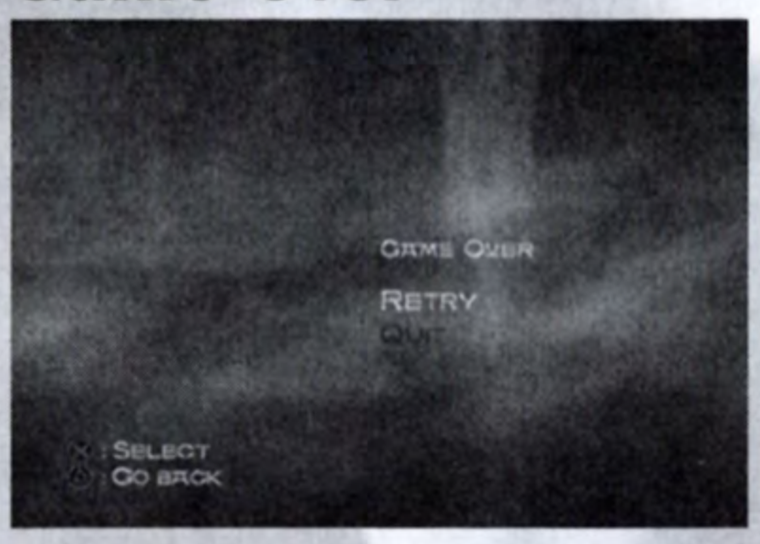
Pause Menu



You can pause gameplay at any time by pressing the START button. This will bring up the following screen:

- **Continue:** Resume gameplay.
- **Options:** Access the Options menu to adjust various settings.
- **Quit:** Quit your current game and return to the Main Menu.

Game Over



If the Prince or Farah dies in the course of gameplay, this will bring up the following screen:

- **Retry:** Resume the game from the most recent checkpoint.
- **Quit:** Quit your current game and return to the Main Menu.

Saving

At various points in gameplay, you will be given the chance to save your game.

- You must be using an optional memory card (8MB) (for PlayStation® 2) in order to save your game.
- Do not press the POWER switch on your PlayStation 2 console or remove the memory card (8MB) (for PlayStation® 2) while saving or loading. Doing so may destroy saved data.

Loading

To continue a previously saved game, choose Load Saved Game from the Main Menu.

The Dagger of Time

Whoever holds the Dagger of Time gains extraordinary powers to bend and control the fabric of Time itself, by using up the Sands within.

Powers of the Dagger of Time

The Power of Revival (Rewind): Allows you to undo your mistakes – even your own death – by traveling back in time up to 10 seconds.

The Power of Delay (Slow Motion): Slows down time for everyone around you, giving you a slight but important edge in combat.

The Power of Restraint (Freeze): Stops time for a targeted enemy, allowing you to dispatch him or her with impunity.

The Power of Haste (Fast-Forward): Accelerates the passing of time, allowing you to defeat multiple enemies in the blink of an eye.

The Power of Destiny (Visions): Allows you to behold startling visions of the future.

Using the Dagger

To use the powers of the Dagger, you need to have sand in the Dagger.

Retrieve Sand

Refill Sand Tanks by retrieving sand from defeated Sand Creatures or loose Sand Clouds. Press the △ button to retrieve sand. Each retrieve fills one Sand Tank.

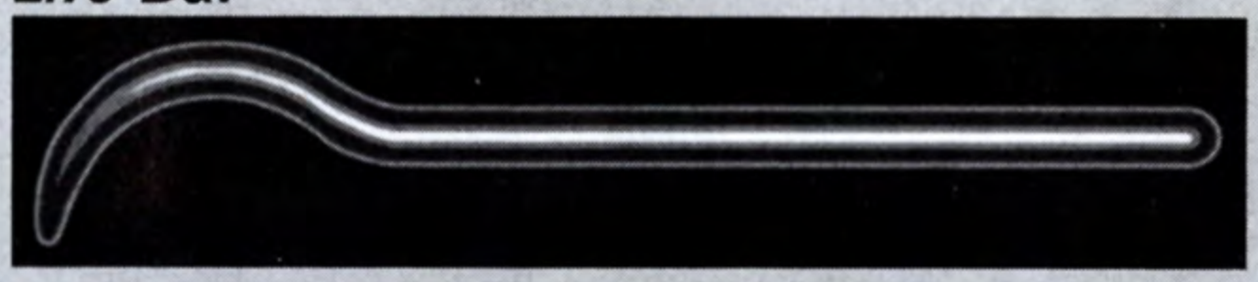
The Dagger can gain additional powers throughout the course of gameplay. The more you use the Dagger, the more powerful it becomes.

Power of Revival (Rewind)

The first power of the Dagger. Press and hold the L1 button to turn back time. When you reach safety, release the L1 button to resume play. Each rewind uses up one Sand Tank.

Game Interface

Life Bar



Shows the Prince's current state of health. Hard falls, enemy attacks, and traps all cost the Prince life. If your life bar reaches empty, it's Game Over (unless, of course, you undo the mishap by rewinding...). Replenish the life bar by drinking water from a fountain or other sources.

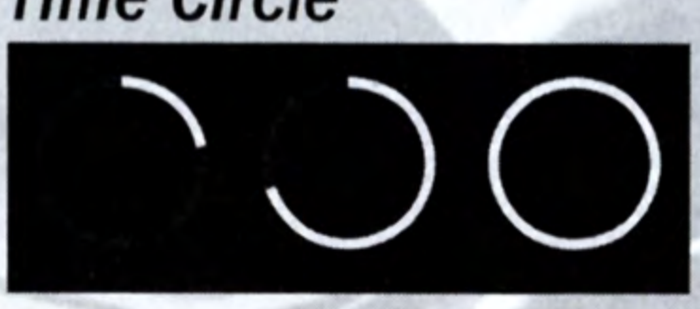
Sand Tanks

Shows how much sand is in the Dagger. Each rewind empties one Sand Tank. Each time you retrieve sand from an enemy or a Sand Cloud, it fills one Sand Tank. The Dagger is also capable of growing new Sand Tanks in the course of the game.

Power Tanks

When you have retrieved enough sand, the Dagger grows its first Power Tank. Sand contained in Power Tanks cannot be used to rewind, but gives you new powers including Delay (Slow Motion) and Restraint (Freeze). Power Tanks, like Sand Tanks, can be refilled by retrieving sand from enemies.

Time Circle



Shows how much time is available for the Power of Revival (Rewind). A full circle represents 10 seconds. Also serves as a timer for the Powers of Delay (Slow Motion) and Haste (Fast-Forward).

Farah's Bow

Farah can sustain only a certain number of hits from enemies before her bow breaks. If that happens, the next blow will kill her and it's Game Over... unless you can save her by using the Powers of Revival.

Don't forget you have the Dagger! As long as you have sand in a Sand Tank and time in the Time Circle, the game's not over... even if you're dead.

Sands of Time

The same sand that flows in the veins of Sand Creatures can also be found loose, swirling throughout the palace. You may be lucky enough to encounter Sands of Time in the following forms:

Sand Vortex

A Sand Vortex may form in a particular place, either spontaneously, or as the result of a successful fight against Sand Creatures. Entering a Sand Vortex will give the Prince a brief, hallucinatory vision of the future.

Sand Vision

Visions give the Prince a glimpse of the dangers and opportunities that lie ahead as he finds his way through the palace. They also offer the player an opportunity to save the game.

Sand Cloud

When you see a cloud of loose sand like this one, grab it! Collecting eight Sand Clouds will cause the Dagger to grow an additional Sand Tank, permanently increasing its capacity to hold sand.

Water Is Life

Drinking water from a fountain or other source will restore a wounded Prince to health. Press and hold the R1 button to drink as much as you need until your life bar is fully replenished.

Fountain

Water Pool

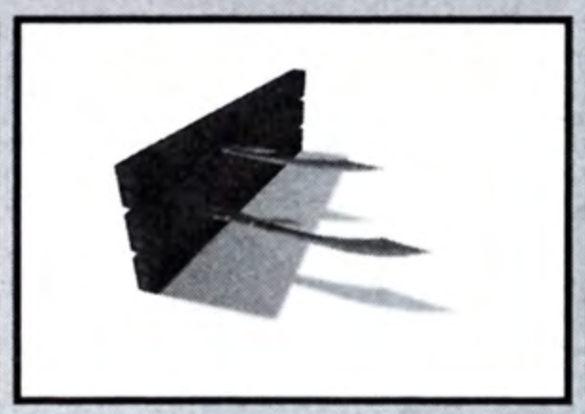
Magic Fountains

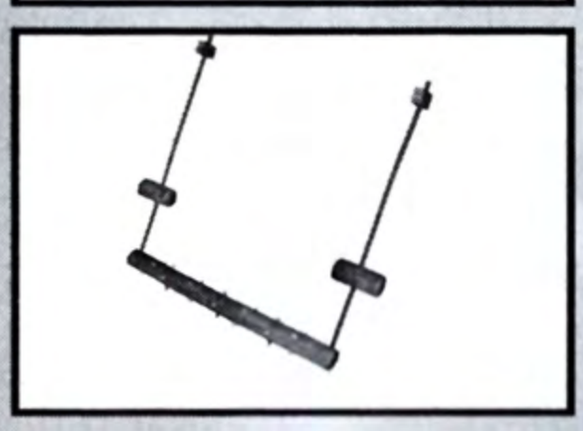
The Prince can never be sure whether Magic Fountains are real or a figment of his imagination. One thing, however, is certain: Each time you drink from a Magic Fountain, it will permanently lengthen your life bar.

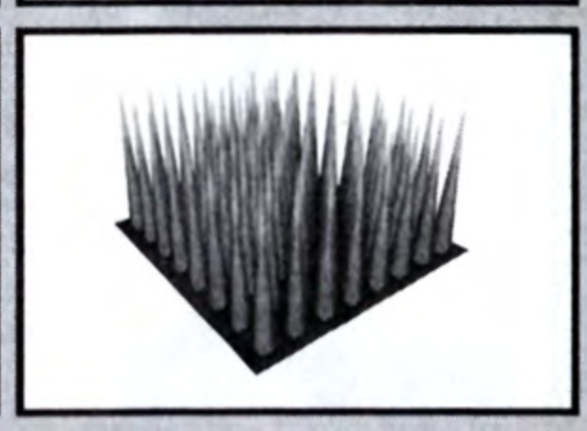
Traps

It is said that in all Persia, there is no host more generous than the Sultan of Azad. To protect the glories of his magnificent palace, the Sultan has built a defense system designed to shred the soldiers of any attacking army. From the moment these defenses are activated, the Prince ironically finds himself a most unwelcome guest.

Here are some of the traps the Prince will encounter as he strives to save the palace of Azad from the Sands of Time. Failure to evade a trap could result in injury or death.







The Prince's Attacks

Multi-enemy Combat

When surrounded by many enemies, use the left analog stick to target a particular enemy. It is not necessary to turn to face the enemy before you attack. For example, to retrieve sand from an enemy behind you, simply point the left analog stick toward the enemy and immediately press the △ button. The agile Prince will do the rest.

Basic Moves

Attack (Sword)

Use the left analog stick to target the enemy; then press the ■ button to strike with your sword. Your sword can hurt Sand Creatures, but to finish them off, you need to use the Dagger.

Retrieve Sand (Dagger)

When you have knocked down a Sand Creature with repeated sword strikes, press the △ button to strike with the Dagger and retrieve its Sands of Time. This destroys the enemy for good and also refills one Sand Tank.

Block

Press and hold the R1 button to block. For as long you hold the R1 button, your sword will deflect all enemy attacks from all directions. Later in the game, you may encounter enemies powerful enough to break your block.

Advanced Attacks

Vaulting Attack

Push the left analog stick toward your enemy; then press the ✕ button to vault over him. As you start your descent, press the □ button to strike the enemy from behind. Later in the game, you may encounter enemies that can block your vaulting attack.

Vaulting Attack + Retrieve

Follow up a successful vaulting attack by pressing the △ button (Dagger) to do a quick retrieve and destroy the enemy.

Wall Rebound Attacks

When fighting near a wall, you can use the walls for rebound attacks. Point the left analog stick toward the wall and press ✕ + □ to launch a rebound attack straight at the enemy, or ✕ + ✕ to rebound and jump over the enemy's head.

Counter-Attack

Press and hold the R1 button to block, wait until your enemy strikes... and then press the ■ button to launch a devastating counter-attack. This takes a bit of practice, but if properly executed, you can floor enemies with a single blow. Later in the game, you may encounter enemies that can counter your counter-attacks.

Counter-Retrieve

Press and hold the R1 button to block... then, at the moment your foe strikes, press the ▲ button to do a quick retrieve and destroy the enemy.

Power Attacks

The following attacks will become available once the Dagger grows its first Power Tank. The more you retrieve sand over the course of the game, the more Power Tanks you can get.

Power of Delay (Slow Motion) (Needs one full Power Tank)

Tap the L1 button briefly to go into slow motion for 10 seconds. This gives you an advantage over your enemies.

Power of Restraint (Freeze) + Attack (Needs one full Power Tank)

Press the ▲ button to strike an enemy with the Dagger. This will freeze him in time. Then, while he is at your mercy, press ■ + ■ to set up and slice your foe in half, destroying him utterly without needing to do a retrieve.

Power of Haste (Fast-Forward)

When you have grown a full complement of Power Tanks, this gives you the ability to go into hyper-speed, stopping all your enemies. Haste consumes all your Power Tanks... but in the right situation, it is worth it! Press and hold the R1 button, and then press the L1 button for the Power of Haste. Use the left analog stick to target enemies; then ■ + ■ to finish each one off in turn.

Hints and Tips

- Don't forget to block! When fighting, press and hold the R1 button to protect the Prince from most enemy blows.
- During combat, don't just stand in one place! Use the Prince's acrobatic abilities to stay on the move: dodging, vaulting over enemies, and pushing off walls for rebound attacks.
- Pay attention to the cinematic presentation of each new place the first time you enter. The camera's path is a clue as to where the Prince needs to go.
- If you get stuck, try replaying the most recent vision for clues as to what to do next.
- Always keep an eye out for Sand Clouds, visions, and hidden entrances to Magic Fountains.
- Sword upgrades are available as you progress.
- Don't forget to rewind!
- Take advantage of Slow Motion to help you fight and to avoid traps.
- Use the first-person camera to look around, and the landscape camera to get the big picture of where you are.
- Don't fight your enemies one by one. When surrounded by many enemies, a more effective tactic is to divide your attacks among them in quick succession, using the Prince's superior agility to your advantage.

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Thanks,
The Ubisoft Team

Prince of Persia® : The Sands of Time

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Pour du service en français, veuillez contacter / Para la ayuda en español llame: ***(866) 824-6515.***

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Please return the product (media only) along with a check or money order (if necessary) for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a copy of the receipt, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), **RMA number,** and phone number to the address below.

Replacement Fees: Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778
Hours: 9am–9pm (EST), M–F
Address: Ubisoft Replacements • 2000 Centre Green Way • Suite 300 • Cary, NC 27513

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